

Character _____

Class _____ Level _____

Race _____ Alignment _____

Advanced Dungeons & Dragons

PLAYER CHARACTER RECORD

ABILITIES

STR		HIT ADJ	DMG ADJ	WT ADJ	OPEN DOORS	BEND BARS	%
INT		ADD LANG	KNOW SPELL	%	MIN # SPELLS	MAX # SPELLS	
WIS		MENTAL SAVES	SPELL FAILURE	%	BONUS SPELLS		
DEX		SURPRISE ADJ	MISSILE ADJ		DEFENSE ADJ		
CON		HP ADJ	SYSTEM SHOCK	%	RESURRECT SURVIVAL	%	
CHR		MAX # HENCHMAN	LOYALTY BASE	%	REACTION ADJ	%	

SAVING THROWS

MODIFIERS

Aimed Magic
Items

Breath
Weapon

Paralyzation/
Poison

Petrification/
Polymorph

Spells

Vision _____

Detections _____

Resistances _____

Languages _____

Base Movement Rate _____

Special Move _____

ARMOR



ADJUSTED AC

Surprised _____

Shieldless _____

CLASS

Rear _____

SPECIAL ATTACKS & DEFENSES

HIT POINTS

WEAPON COMBAT

Weapon	# AT	Hit Adj	Damage vs Size	Range/Special

Base
To Hit
Adj

(Twenty -
THACO)

THIEVING SKILLS

_____ (%)	_____ (%)
_____ (%)	_____ (%)
_____ (%)	_____ (%)
_____ (%)	_____ (%)
_____ (%)	_____ (%)
_____ (%)	_____ (%)
_____ (%)	_____ (%)

AMMUNITION

_____ ()

_____ ()

_____ ()

